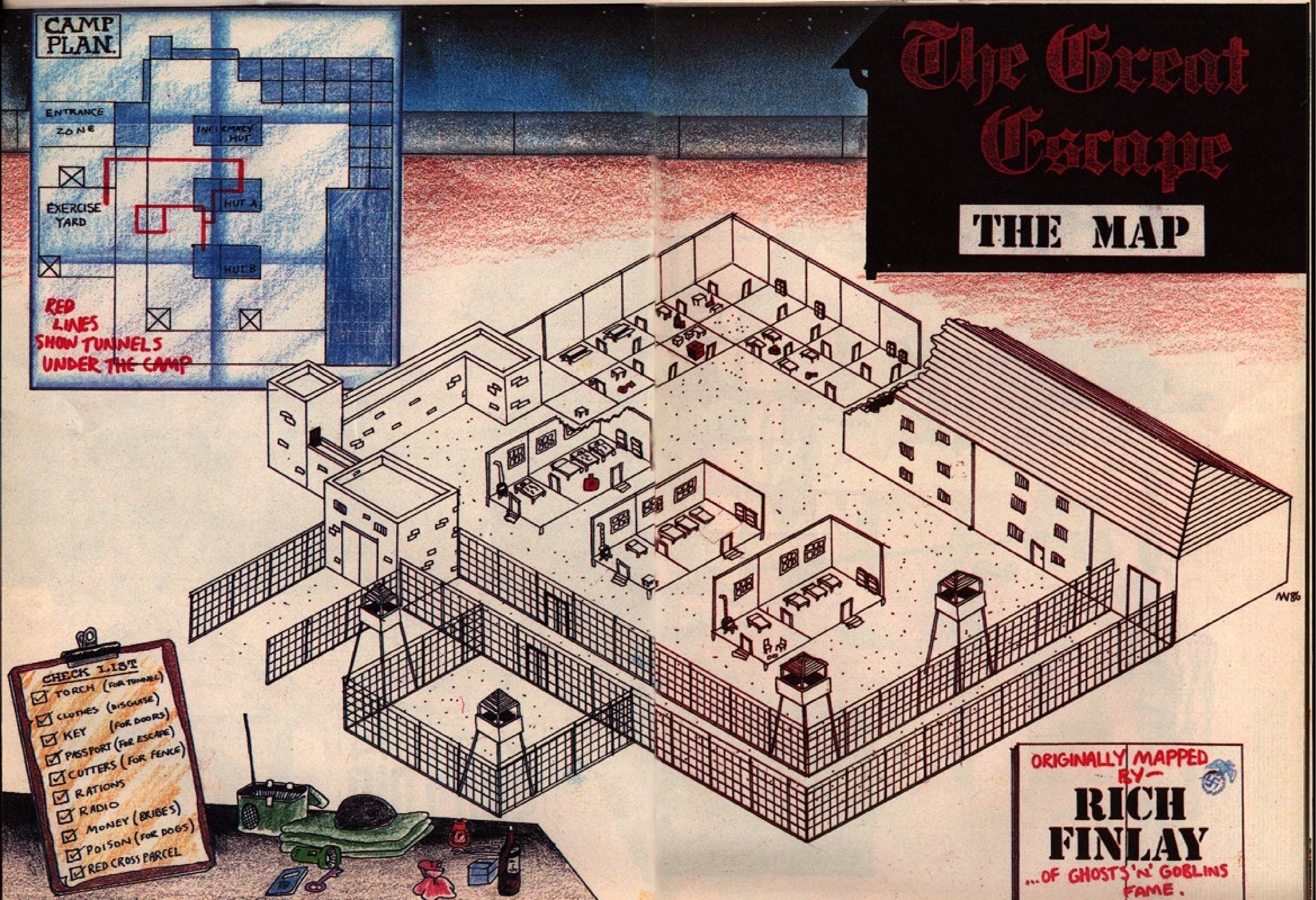


The Great Escape
THE MAP
CAMP PLAN.
ENTRANCE ZONE
INFIRMARY HUT
HUT A
HUT B
EXERCISE YARD
RED LINES SHOW TUNNELS UNDER THE CAMP
CHECK LIST
TORCH (FOR TUNNEL)
CLOTHES (DISGUISE)
KEY (FOR DOORS)
PASSPORT (FOR ESCAPE)
CUTTERS (FOR FENCE)
RATIONS
RADIO
MONEY (BRIBES)
POISON (FOR DOGS)
RED CROSS PARCEL
ORIGINALLY MAPPED BY—
RICH FINLAY
...OF GHOSTS 'N' GOBLINS FAME.